



Fermented Mummy

Wrapped in rags and cloth in much the same way typical mummified creatures are, this creature also exudes a sickly sweet scent around it at all times.

Undead Nature. The fermented mummy doesn't need to eat, sleep, drink, or breathe.

Booze Mummies. The fermented mummy is often referred to as the "booze mummy" due to the fact that their bodies are preserved in alcohol. This has given them a reputation for being particularly dangerous as the typical ingredients required to embalm a mummy are not required for the creation of a fermented mummy. This bizarre creation method has also caused these undead to manifest strange abilities. Rather than spreading the horrible affliction known as mummy rot, fermented mummies exude a supernatural poison that gradually turns their victim's blood into alcohol. This causes their foes to get more and more intoxicated over time, ultimately resulting in the death of the afflicted individual.

Cruel Creations. In order to create a fermented mummy, a humanoid creature must be sealed within a large quantity of liquor. Wine is most commonly used, however, any alcoholic liquid will suffice. The humanoid who is being turned into a mummy must be living as they are sealed in the container. If the individual is not removed from the sealed container before they die, typically due to drowning, they will rise a month later as a fermented mummy. Often these creatures are unwilling participants in their own creation, however, on some occasions, cultists or other extreme persons might choose to become a fermented mummy. Due to their uncanny creation methodology, the fermented mummy is also able to retain much of its personality and original memories. In instances where the mummy is a victim forcibly changed into an undead abomination, this usually manifests as lashing out and seeking death on those nearby. In willing participants, this can be a way for their schemes to live on.

Fermented Mummy

Medium undead, lawful evil

Armour Class - 14 (natural armor)

Hit Points - 75 (10d8 + 30)

Speed - 30 ft.

STR 16 (+3)

DEX 10 (+0)

CON 16 (+3)

INT 16 (+3)

WIS 12 (+1)

CHA 14 (+2)

Saves WIS +3, CHA +4

Vulnerabilities fire

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages the languages it knew in life

Challenge 4 (1,100 XP)

Traits

Magic Resistance.

The mummy has advantage on saving throws against spells and other magical effects.

Animate Dead (1/Day).

The mummy can cast the *animate dead* spell as a bonus action once per day.

Actions

Multiattack.

The mummy uses its dreadful glare and makes one attack with its intoxicating fist.

Intoxicating Fist.

Melee Weapon Attack: +5 to hit, reach 5 ft., one creature.

Hit: 10 (2d6 + 3) bludgeoning damage and 13 (2d12) necrotic damage. If the target is a creature, it must succeed on a DC 14 Constitution saving throw or be poisoned. While poisoned in this way, the target's blood alcohol level increases rapidly and they become intoxicated. The creature exudes a strong, sweet scent of fermentation. Their speech becomes slurred, and their movement is staggered and clumsy, reducing their speed by half. If the effects of the poison are not cured within 12 hours, the victim dies and rises as a fermented mummy 1d4 hours later.

Dreadful Glare.

The mummy targets one creature it can see within 60 ft. of it. If the target can see the mummy, it must succeed on a DC 14 Wisdom saving throw or become frightened until the end of the mummy's next turn. If the target fails the saving throw by 5 or more, it is also paralyzed for the same duration. A target that succeeds on the saving throw is immune to the Dreadful Glare of all mummies, but not mummy lords, for the next 24 hours.